

Master the art of  
fighting in new weapons-  
based combat

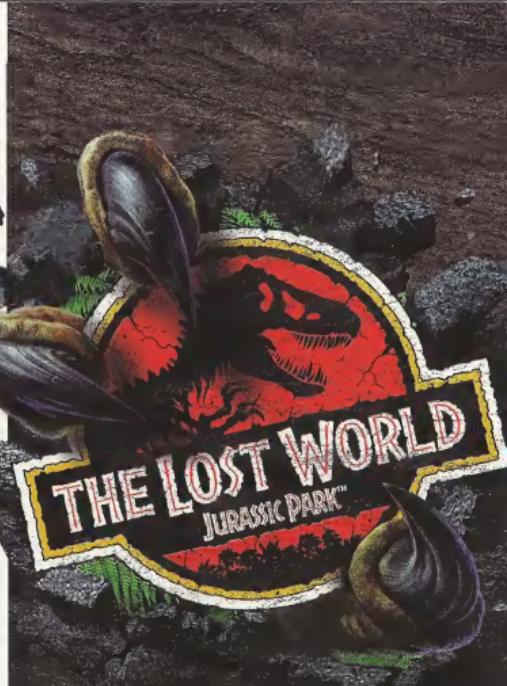


Awesome  
hi-resolution  
graphics

SEGA®



SEGA  
SATURN



"Finally — a movie game that is  
worthy of its license!" Ultra Game Player's



Sega is registered in the U.S. Patent and Trademark Office. Sega Saturn and Last Bronx are trademarks of SEGA. ©1997 DreamWorks Interactive L.L.C. All rights reserved. DreamWorks Interactive is a trademark of DreamWorks L.L.C. THE LOST WORLD: JURASSIC PARK™ & ©1997 Universal City Studios, Inc. & Amblin Entertainment, Inc. All Rights Reserved. Licensed by MCA/Universal Merchandising, Inc. This game is licensed by Sega for home play on the Sega Saturn system only. Copying and/or transmission of this game is expressly prohibited.

Sega, P.O. Box 8307, Redwood City, CA 94063. Made in Japan and printed in the U.S.A. All Rights Reserved.

81065

## WARNINGS

### READ BEFORE USING YOUR SEGA VIDEO GAME SYSTEM

#### EPILEPSY WARNING

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

#### PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

#### SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn system. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers. This game is licensed by Sega for home play on the Sega Saturn system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

#### HANDLING YOUR COMPACT DISC

- ❑ The Sega Saturn compact disc is intended for use exclusively on the Sega Saturn system.
- ❑ Avoid bending the disc. Do not touch, smudge or scratch its surface.
- ❑ Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- ❑ Always store the disc in its protective case.

#### ESRB RATING

This product has been rated by the Entertainment Software Rating board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at **1-800-771-3772**.

Visit Sega's Internet Sites at:

web site: <http://www.sega.com>  
email: [webmaster@sega.com](mailto:webmaster@sega.com)  
CompuServe: GO SEGA



Learn SEGA game secrets  
from the masters. Call Now.

U.S.: 1-800-200-SEGA, \$ 95/min (recorded), \$1.50/min  
(int'l) Must be 18 or have parent permission.

TTS phone required. Sega of America

Canada: 1-905-451-5252 US \$1.50/min (recorded/int'l)

For French Instructions, please call:  
Instructions en français, téléphoner au: 1-800-872-7342



## Contents

<b>GETTING STARTED</b>	<b>2</b>
<b>CONTROLS</b>	<b>3</b>
<b>WELCOME TO THE LOST WORLD™</b>	<b>5</b>
<b>MAIN GAME MENU</b>	<b>6</b>
<b>OPTIONS MENU</b>	<b>6</b>
<b>ENTERING YOUR PASSWORD</b>	<b>7</b>
<b>MAIN GAME SCREEN</b>	<b>8</b>
<b>WEAPONS</b>	<b>9</b>
<b>POWERUPS - ALL CHARACTERS</b>	<b>10</b>
<b>POWERUPS - T REX/COMPY/RAPTOR</b>	<b>10</b>
<b>CHARACTER INFORMATION</b>	<b>11</b>
<b>LEVELS</b>	<b>16</b>
<b>DINOSAUR INFORMATION</b>	<b>17</b>
<b>CREDITS</b>	<b>22</b>

The Lost World: Jurassic Park™

# Getting Started

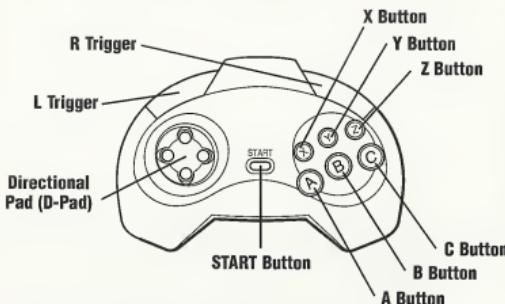
1. Set up your Sega Saturn System™ as described in its instruction manual.
2. Make sure the power is off, then insert The Lost World: Jurassic Park™ disc, label side up, into the well of the CD tray and then close the lid.
3. Turn the power on. In a few moments the title screen will appear.
4. Press the START Button on the Saturn Control Pad to advance past the title screen, followed by the start/options screen, and begin play.
5. If the title screen does not appear, turn the power switch off. Make sure your system is set up correctly and the CD is firmly inserted into the CD tray. Then turn the power switch back on.

*Important: Your Sega Saturn CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.*



# Controls

This manual refers to the following directions:



Throughout the game you play as five different characters - a T Rex, a Compy, a Raptor, a human hunter and a human scientist.

The following are the control descriptions for each character:

## Controls - Compy/Raptor

START	Pause game
D-Pad LEFT/RIGHT	Move LEFT or RIGHT
D-Pad UP/DOWN	Look up/Crouch
A BUTTON	Lunging attack/Leaping attack while jumping (Raptor only)
B BUTTON	Bite
C BUTTON	Jump
X BUTTON	No Function
Y BUTTON	Retreat/Evade
Z BUTTON	Roar (Raptor only)
L TRIGGER	No Function
R TRIGGER	Devour a fresh kill

## Controls - Hunter/Scientist

<b>START</b>	Pause game
<b>D-Pad LEFT/RIGHT</b>	(with weapon) Aim weapons in any direction
<b>D-Pad UP/DOWN</b>	Look up/Crouch
<b>A BUTTON</b>	Fire Piton Gun
<b>B BUTTON</b>	Fire Weapons
<b>C BUTTON</b>	Jump
<b>X BUTTON</b>	No Function
<b>Y BUTTON</b>	Retreat/Evade
<b>Z BUTTON</b>	Select Weapon
<b>L TRIGGER</b>	No Function
<b>R TRIGGER</b>	Select weapon

## Controls - T Rex

<b>START</b>	Pause game
<b>D-Pad LEFT/RIGHT</b>	Move LEFT or RIGHT
<b>D-Pad UP/DOWN</b>	Look up/Crouch
<b>A BUTTON</b>	Lunge attack
<b>B BUTTON</b>	Chomp
<b>C BUTTON</b>	Jump
<b>X BUTTON</b>	No Function
<b>Y BUTTON</b>	Retreat/Head-but while moving
<b>Z BUTTON</b>	Roar
<b>L TRIGGER</b>	No Function
<b>R TRIGGER</b>	Roar

# Welcome to the Lost World™

120 million years of evolution converge in the greatest Jurassic Park adventure ever - and you're trapped right in the middle!

Get ready to take back Site B using five deadly carnivores from opposite ends of Earth's evolutionary history. From a T. Rex to a Compy, a human hunter to a Raptor - and ultimately a human scientist - you must work your way up the food chain while battling over 12 voracious dinosaur species and an army of human poachers.

But if you're going to survive, you'll need all the animal instinct and cunning wit you can muster. Not to mention enough firepower to blast these genetic monstrosities back to extinction.

Five characters. One Island. Just you...enjoy your stay!



# Main Game Menu



To make a selection in the Main Game Menu, press the D-Pad UP or DOWN to select, then press the C Button to make your selection.

**From the Main Game Menu you can make the following selections:**

## Start

Begin play.

## Password

Here you can access special hidden features by entering a password. (See next page for details.)

## Options

Adjust the game settings to your preference.  
(See page below for details.)

# Options Menu

To make a selection in the Game Options Menu, press the D-Pad UP or DOWN, then press the D-Pad LEFT or RIGHT to make your selection. Here you can configure the following game settings to your liking:

## Select Stage

Continue your game from any completed stage.

## Difficulty

Select play mode between Easy, Normal or Hard.

## Mono/Stereo

Play in mono or stereo sound.

## Sound Effects

Turn the sound effects off, soft, normal or loud.

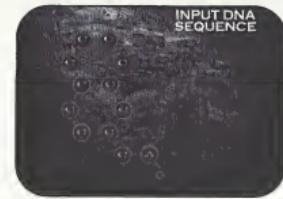
## Music

Turn the background music off, soft, normal or loud.

## Exit

Return to the Main Game Menu.

# Entering Your Password



You will receive a password after you successfully complete certain portions of the game.

Be sure to write that password down for later use. They can be used to unlock hidden special features.

To activate a password, access the Password Screen from the Main Game Menu. The first slot in the DNA password diagram contains cycling symbols. Press the symbol that corresponds to the first slot in your password. The symbol will appear in that slot. Repeat until you have entered your entire password.

# Main Game Screen

Health  
meter



## Health Meter

Displays your current health status. As you lose health, the bar will decrease and change from green to red.

## Current Weapon/Ammo Count (Human Character)

Indicates the type of weapon you currently possess along with the amount of ammo for that particular weapon.

## Instinct Gauge (Dinosaur Characters)

Shows you how much power your dinosaur has to attack with. As you gain instinct, the eye will transform from green to red, indicating you are more powerful.



## Weapons

### Human Hunter/Scientist

You have seven different types of weaponry in your arsenal, most of which you must collect. The following is a description of each weapon:



### Tranquilizer Darts

Your standard veterinary grade darts. Effective long enough for you to find a better weapon.



### Rapid Fire Tracer Ammo

These quick-firing phosphate-coated bullets kill and allow you to fire much faster than the standard tranquilizer darts.



### Rocket Propelled Grenade

This bad boy is extremely powerful with a high velocity capability that leaves the enemy with little time for escape.



### Flame Thrower Fuel

Provides a steady stream of napalm no dinosaur can survive.



### Time Delay Grenade

This self propelled explosive comes complete with a short automatic timer - providing you with ample time to flee from the ensuing chaos.



### Emergency Rescue Flare

Ideal for distracting bipedal carnivores in times of emergency.



### Nerve Gas

This baby emits a fast-acting toxic cloud of deadly BMD-2 gas capable of making short work of humans and dinosaurs.





### Hunter (Homo Sapien)

Size: 6'4"

Weight: 210 lbs

Period: 35,000 years ago to present

Location: North America, South America, Europe, Asia, Australia, Africa

Diet: Omnivore

### Velociraptor

Name: Swift Robber

Size: 6 ft. long

Period: 80-85 million years old, late Cretaceous

Location: Mongolia, China, possibly Russia

Diet: Fresh meat



## Powerup All Characters

The following are the various Powerups you can collect in each level:



### Partial Health Boost

Replenishes your health by 25%.



### 1-UP

Awards you with one extra life.



### Full Health

Restores your health to 100%.



### DNA Key

Collect every DNA key to automatically decode and play the sequence at the end of the level. Collect every strand to automatically decode and play a secret end sequence after winning the game.

## Powerup T-Rex/Compy/Raptor

The following are the various Powerups you can collect in each level:



### Partial Instinct Boost

Restores your instinct by 100%.



### 1-UP

Awards you with one extra life.



### Full Instinct

Replenishes your instinct to 25%.



### DNA Key

Collect every DNA key to automatically decode and play the sequence at the end of the level. Collect every strand to automatically decode and play a secret end sequence after winning the game.

## Character Information

The following is a list of the different characters you will be playing:



### Compy (Compsognathus)

**Name:** Elegant Claw

**Size:** 40 inches long

**Weight:** 7 lbs

**Period:** 145-156 million years old, late Jurassic

**Location:** Bavaria, Germany, France

**Diet:** Small vertebrates and insects

**T. Rex (Tyrannosaurus Rex)**

Name: Ruler Lizard

Size: 40 ft. long

Weight: 7 tons

Period: 65-68 million years old, late Cretaceous

Location: Montana, Wyoming, Colorado, New Mexico, South Dakota, Western Canada and possibly China

Diet: Meat

**Human Scientist (Homo Sapien)**

Size: 5'9"

Weight: 125 lbs

Period: 35,000 years ago to present

Location: North America, South America, Europe, Asia, Australia, Africa

Diet: Omnivore



# Levels

Your mission is to take back the island from the dinosaurs - using five different characters in 30 levels. Prepare to use your strategy skills, weapons prowess, and raw animal instinct to survive. Good luck!

**Below are the level names in the order they appear. In each, there are multiple levels.**

## **COMPSOGNATHUS (9 Levels)**

You begin your adventure as a Compy, where you'll face all the trials that come from being the smallest of all your dinosaur cousins. Your task is to make your way through The Lost World™ - without being shot, stepped on or swallowed. Be sure to collect all the Instinct Powerups as they will come in handy while battling Orodromeus, dodging raging Leptoceratops, jumping poisonous ferns, swimming with giant alligators and contending with a very sleepy, yet deadly Camotaurus.

## **HUMAN HUNTER (6 Levels)**

Grab your flamethrower and send these dinosaurs back to extinction. Prepare for war as you will encounter countless Raptor packs in your quest to reclaim the Site B Complex. It's an underground hell! Watch for plenty of health and weapon Powerups as you encounter the deadly attacks of Pachycephalosaurus, ferocious Baryonyx and more snarling Raptors than you can shake a flamethrower at.

## **VELOCIRAPTOR (6 Levels)**

Now it's time to wreak havoc as the most wicked supporting member ever to maul a movie screen (or game screen). Begin by demolishing the InGen Complex (and the hunters, of course), then set out for the burning forest in hot pursuit of freedom. Beware of falling trees and molten lava.

## **TYRANNOSAURUS (7 Levels)**

Get ready to play Big Mama as you roar the jungle as the most feared dinosaur ever. But you've got some big competition as Stegosaurus, Raptors pesky humans, electric fences and scalding sulfur pools are all here to send you back for another 120 million years. And just in case you get hungry, there are plenty of human hunters to chew on. Bon Appetite!

## **HUMAN PREY (3 Levels)**

It's just you and the big boys now. Escape is at the top of your To Do List. Better have all your weapons loaded and ready to go because you never know what horrifying meat eaters may come out and grab you. Make your way through ravaged campsites, the lonely cemetery, and eventually to the homebound barge, where it seems a few of your old friends have come along for the ride.

# Dinosaur Information

## **Allosaurus**

The best-known large carnivore of the Late Jurassic period, Allosaurus was a powerful flesh-eater brandishing more than seventy 3-inch-long teeth. Hinged jaws and a movable joint in the skull allowed it to wolf down enormous hunks of meat. Allosaurus was 30-40 feet long and lived in North America 156-145 million years ago.

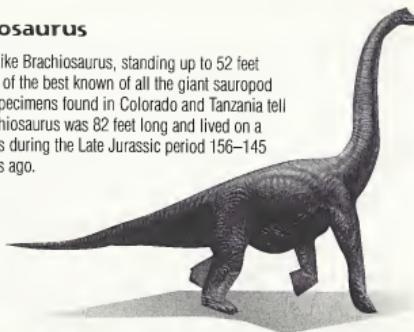


## **Baryonyx**

Nicknamed "claws," Baryonyx was an unusually large meat-eater. Perhaps its most distinctive characteristics were its long crocodile-like snout with many teeth and its enormous talons, nearly one foot long. Baryonyx was 30 feet long and lived in England 125 million years ago.

**Brachiosaurus**

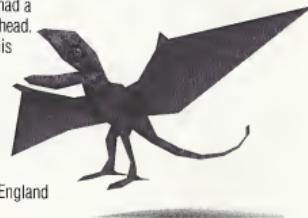
The giraffe-like Brachiosaurus, standing up to 52 feet high, is one of the best known of all the giant sauropod browsers. Specimens found in Colorado and Tanzania tell us that Brachiosaurus was 82 feet long and lived on a diet of plants during the Late Jurassic period 156–145 million years ago.

**Carnotaurus**

This bizarre-looking meat-eater had quite a large skull with a deep, narrow snout and a pair of prominent horns above the eyes. It also had remarkably stubby forelimbs and made use of stereoscopic vision. Carnotaurus was 25 feet long and lived in Patagonia and Argentina during the middle to late Cretaceous, 113–91 million years ago.

**Dimorphodon**

This flying reptile, or pterosaur, had a long tail and an unusually large head. Paleontologists argue whether this pterosaur ever spent much time in the air. It may have been better suited for waddling along the ground or for clinging like a bat to cliff tops and branches. Dimorphodon had a wing-span of 4 feet and lived in England 200–145 million years ago.

**Deinonychus**

Deinonychus was a relatively small meat-eater, perhaps weighing less than 200 pounds. Its name, "terrible claw," refers to a deadly, 5 inch, sickle-shaped claw on the second toe. The claws were retractable and perfectly designed for seizing and killing prey at high speeds. Deinonychus was 10 feet long, 3.5 feet high and lived in Montana and Wyoming 113–93 million years ago.

**Euoplocephalus**

The best-known of all the armored dinosaurs, Euoplocephalus is covered from head to tail with bony plates. Its most distinctive feature, a tail club made of four fused bony growths, was possibly used as a weapon. Euoplocephalus was 17 feet long and 6 feet wide, fed on soft vegetation, and lived in Alberta 76–70 million years ago.

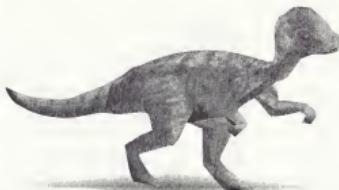
**Leptoceratops**

Leptoceratops, a small horned dinosaur, is the most primitive known protoceratopsid, yet its remains date from near the close of dinosaur time. It seems to be an ancestor that coexisted with its descendants.



Leptoceratops was 72 inches long and 29 inches high, and it fed on plants 68–65 million years ago.

## Dinosaurs Before Us



### Orodromeus

Orodromeus, or "mountain runner," was among the fastest of all hypsodontids. It was a primitive plant-eater that walked on its hind legs. Orodromeus was about 1 foot long and ate plants and insects 77–73 million years ago.



### Pachycephalosaurus

Pachycephalosaurus was the largest and most advanced of the bone-heads, or pachycephalosaurs. The bony spikes on its snout may have been used for digging, and its thick skull may have been used in head-butting contests between rival males. "Thick head lizard" was 15 feet long, and lived in North America 68–65 million years ago.

### Parasuchus

This ancient reptile prowled fresh-water swamps at the same time as the earliest dinosaurs. Shaped like primitive crocodiles, this reptilian meat-eater was a larger hunter than many of the carnivorous dinosaurs of the time. Parasuchus was 12 feet long and lived in North America 220–200 million years ago.



### Staurikosaurus

This very primitive carnivore was one of the earliest of all dinosaurs. It ran on two legs, and its size and build suggest that it was a swift runner. Staurikosaurus was about 5 feet long and lived in Brazil and Argentina 231–225 million years ago.

### Stegosaurus

The stegosaurid dinosaurs were a nearly worldwide group of plated, spiked plant-eaters that thrived in the Late Jurassic Period and beyond. All of these were four-legged, small-headed, and heavy-limbed, but the Stegosaurus had the identifiable features of an array of thin, vertically-oriented plates along its back and four tall spines at the end of its tail. Stegosaurus was 25 feet long and lived in North America 156–145 million years ago.



### Triceratops

The three-horned plant-eater Triceratops is the largest, most common, and best known of the horned dinosaurs. The brow horns could have been as long as 3 feet and were backed up by an enormous frill that measured 7 feet wide. Using its bulk and

horns, it may have charged predators like its contemporary, Tyrannosaurus, in the same manner as an enraged rhinoceros. Triceratops was 25 feet long and lived in North America and Canada 68–65 million years ago.

## Sega of America, Inc. Credits

**Senior Producer:**

Steve Hutchins

**Associate Producer:**

Michael S. Jablonski

**Product Managers:**

Kristin McCloskey, Terese Russell

**Lead Tester:**

Mike Dobbins

**Assistant Lead Testers:**

Jeff Junio, Paulita Villatuya

**Testers:**

Amy Albertson, Tony Borba, Karen Brown, Mike Callahan, Howard Gipson, Lloyd Kinoshita, Dennis Lee, Chris Lucich, Tony Lynch, Marcus Montgomery, Matt Underwood, Fernando Valderrama

**Manual:**

Curtis Clarkson, Richard Verdoni

**Package Illustration:**

Hamagami/Carroll

**Special Thanks:**

Bernie Stolar, Shuji Utsumi, Judie Nybo, Geraldine Dessimoz, Undyne Stafford, Mark Subotnick, Marci Ditter, Steve Booth and Connie Brammier at MCA, Barbara Richie, Peter Hirschmann, the SEEDY Crew, Mie and the AM#3 Coin-Op team, Stan Winston Studios, Jeff Nuzzi, Mike Quigley, and Manny.

## Appaloosa Interactive Credits

**Project Manager:**

Tassonyi Kadocska

**Programmers:**

Makó Balázs, Jutasi Tamás, Kisida Gábor, Székely Tibor, Tassonyi Kadocska

**Graphic Artists:**

Markó Gábor, Orbán Nándor, Nagy Zoltán, Számel Endre

**Tester:**

Sándor Mezei

**Saturn Sound Effects:**

Molnár Dürer László

**Appaloosa Producer:**

Jason Friedman

**Appaloosa Special Thanks to:**

Gulyás Roland, Rátkai Kornél, András Császár, Stephen Friedman, Györfi Zoltán, Brudnyák Mishi, Szentesi József, Di Pol Liza Iren

## Notes

### LIMITED WARRANTY

Sega of America, Inc. warrants to the original consumer purchaser that the Sega Saturn compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at:  
1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at:  
1-800-872-7342

**DO NOT RETURN YOUR SEGA SATURN COMPACT DISC TO YOUR RETAIL SELLER.** Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective disc to Sega. The cost of returning the disc to Sega's Service Center shall be paid by the purchaser.

### REPAIRS AFTER EXPIRATION OF WARRANTY

If your Sega Saturn compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

### LIMITATIONS ON WARRANTY

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.